

AMENDMENTS TO THE CLAIMS

LISTING OF CLAIMS

1. – 26. (Cancelled)

27. (Currently Amended) A gaming device comprising:

a gaming terminal, configured for playing at least a first game;

a data storage device for carrying by a game player;

said data storage device containing biometric data of the game player;

a reader for receiving data from a said data storage device carried by a game player;

a button for pressing by a game player as a part of said game;

a biometric device for measuring biometric data of the game player by sensing said biometric data directly through said button as it is pressed by the game player;

said terminal carrying a comparator for comparing the parameters of the game player's biometric data sensed through the button with parameters obtained from biometric data received from said data storage device carried by the game player, for player identification.

28. (Previously Presented) The gaming device of claim 27, in which said data storage device is a smart card, comprising a microprocessor.

29. (Previously Presented) A gaming device of claim 27 in which said biometric data is the game player's fingerprint.

30. (Currently Amended) A gaming method comprising:

providing a gaming terminal, configured for playing at least a first game;

providing a data storage device for carrying by a game player;
said data storage device containing biometric data of the game player;
receiving data from a said data storage device carried by a game player;
pressing a button by a game player as part of the game;
measuring biometric data of the game player by sensing the biometric data
directly through the button as it is pressed by the game player;
comparing the parameters of the game player's biometric data sensed through
the button with parameters obtained from the biometric data received from a data
storage device carried by the game player, for player identification.

31. (Previously Presented) The gaming method of claim 30, in which the data storage device is a smart card, comprising a microprocessor.

32. (Previously Presented) The gaming method of claim 30, in which the biometric data is the game player's fingerprint.